DEDICATED TO ATARI®

SWIFTY
DATALINK

by

TONY DOBRE

Convert your ATARI into a Full Scale Data Communications Center

High powered features provide the following capabilities:

- Smart Terminal Mode
  - Access Other Computers or Commercial Services
  - Save Information to Disk or Printer
  - Reduce Telephone Connect Time
- Transmits (UPLOADS) Data Files and Programs
- Receives (DOWNLOADS) Data Files and Programs
- Full Interactive Control of Disk Drive Printer

REQUIRES 810 DISK DRIVE   850 INTERFACE
(830 MODEM or EQUIVALENT) Atari BASIC Language
24K Minimum   Printer Optional

Swifty Software Inc.

NOTICE

Swifty Software, Inc. values the satisfaction of its customers. Our business is to serve your needs so if you have any questions or need assistance in the use of our products please write to us. Any comments or suggestions you may have concerning our product line will be welcomed.

Our software is recorded on high-quality media and has been tested to load and run. If damage occurs during transit, please notify us immediately upon delivery to arrange for replacement.

The contents of this book have been included only for instructional value. While every precaution has been taken in its preparation, the publisher assumes no responsibility for any error or omissions. No liability is assumed for damages or any other losses resulting from the use of the information contained herein. Readers are referred to current manufacturers' specifications to determine the applicability of the information contained herein.

Swifty Software, Inc., computer programs are sold on an "as is" basis without warranty of any kind. The entire risk as to the quality and performance of such programs is with the purchaser. Should the programs prove defective following their purchase and delivery, the purchaser and not the manufacturer, distributor or retailer assumes the entire responsibility for all necessary service and repair.

Swifty Software, Inc., shall have no liability or responsibility to any purchaser or any other person or entity for any loss or damage caused or alleged to be caused directly or indirectly by computer programs sold by Swifty Software, Inc. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

SWIFTY
DATALINK

by
Tony Dobre

PREFACE

Welcome to the dynamic world of Computer Telecommunications. With DATALINK, access to the rapidly expanding world of information technology is at your command. This easy to use system provides advanced features and capabilities through a convenient single menu screen.

With DATALINK you enter new dimensions of convenience and creativity. DATALINK provides access to commercial information and services at any time of the day or night. You may obtain Stock Market information, get delivery of electronic newspapers, check airline information or even shop at selected stores. Also, you can exchange programs or data over the telephone with persons near or far, leave messages on electronic Bulletin Boards or respond to messages of others.

SWIFTY SOFTWARE, Inc. is proud to present to you DATALINK, a system designed with the future in mind.

INTRODUCTION

SWIFTY DATALINK is a multi-option Data Communications program written expressly for ATARI Computers. DATALINK offers, for the disk and modem owner, an easy method for using the ATARI as a full-scale data communications computer. DATALINK enables the ATARI to be used as either a remote terminal or as a sending or receiving station with full upload and download capability. This means that programs and data files may be transmitted, via telephone, to other computers and, conversely, received and stored. These features also mean lower communications cost with commercial services since information may be prepared in advance of transmission or read after high speed reception.

Requirements

24K RAM minimum
Atari 810 disk drive
Atari 850 interface module or equivalent
Atari 830 modem (or other compatible 300 baud modem)
Atari BASIC language cartridge
DOS 2.0S formatted diskettes for file saving
(Printer Optional)

Getting Started

Turn on the Atari 810 disk drive and Atari 850 interface module. Insert the SWIFTY DATALINK Diskette into the disk drive and turn on the computer. When a Selection Menu appears on the TV or monitor screen, remove the DATALINK Diskette. Turn on the modem and set its switches as explained in the appropriate section below.

Each DATALINK Option appears below along with an explanation of how to use the option.

Using DATALINK

The Selection Menu

After loading DATALINK, a Selection Menu appears on the screen and displays the following choices:

TERMINAL
                    SEND PROGRAM
                    RECEIVE PROGRAM
                    SCREEN DUMP
                    PRINTER DUMP

    The Menu is used to choose a selection by using the
OPTION, SELECT or START keys, as explained below.

    Menu Mode Selections:

    OPTION =
            Exit the DATALINK program and return
            to BASIC.

    SELECT =

            Moves the selection arrow to indicate a
            selection. (Also used to exit from a
            selection back to the Menu.)

    START = Start the selection.

                    The TERMINAL Option

    This selection is used to make the ATARI function as a
terminal and thus permits communication with commercial
information services, such as Compuserve, Dow Jones or The
Source, or with computer facilities that require access
through a terminal. When using this option with commercial
services, the modem should be set to Full Duplex and to
Originate.

    TERMINAL Mode Selections:

    OPTION =

            Saves, to disk, data received or inputted
            by the user since entering from Menu or
            since START was pressed. (See below.)
            (As it is received or typed in, data is
            stored in the computer's memory.) At

                            -2-

the completion of reception or input, or
when memory nears being full (as
explained later), data should be saved to
disk. The file name used to store the
information should not contain the device
specifier D:.

A file save may be terminated before
completion by pressing SELECT.

NOTE: Files should be saved only on
disks formatted with DOS 2.0S.

SELECT = Return to menu.

START =

Reinitializes memory storage. Data
received previously can now be
overwritten by new data as it is
received. The user must thus decide
whether current data is to be saved
before new data is received.

All data, as it is received, is stored in the computer's
free memory space. When memory is within 500 bytes of being
full, a "MEMORY FULL" warning message is displayed. When
this occurs, the information in memory may be saved to disk
by pressing OPTION. If this is not done, an
"OVERFLOW/CLEAR" message will appear and incoming data
will begin to overwrite information at the beginning of
memory. Returning to Menu and then reentering the Terminal
Mode, reinitializes memory.

To communicate with another terminal or another computer
emulating a terminal, both modems should be in Half Duplex,
one set to Answer and the other set to Originate.

Receipt of a program, downloaded from another computer,
is possible in the Terminal Mode. Reception shoul be
preceded by pressing START. This operation reinitializes
memory. When downloading is complete, use OPTION to save
the information received to disk. (To ensure user convenience
in receiving downloaded programs, it is suggested that the
RECEIVE PROGRAM Option be chosen instead of using the
Terminal Mode.)

Bulletin Boards and E-Mail

Use DATALINK to compose and send bulletin board notices
or electronic mail via commercial services such as Compuserve
or The Source. The messages may be entered into memory and

then stored on diskette in advance of dialing the service.
(Connect time charges incurred while composing and entering
messages may thus be avoided.)

> Set the modem to Half Duplex/Originate.
> Type in the text that is to be sent.
> Press OPTION and save the text as a
> disk file. (A file name is chosen and the
> <Return> key pressed.)

To send the file (which, optionally, may be done at a later
time), press SELECT to return from terminal emulator to
Menu. Select the SEND PROGRAM, type in the file name,
press <Return> and press OPTION to transmit the file using
ASCII code. When the file is sent, pressing the SELECT key
will return the Menu to the screen. Choose the Terminal
Option and return to the service called.
To review all data in memory before it is sent, select the
SCREEN DUMP or PRINTER DUMP Options.

The SEND PROGRAM Option

This selection is used to send any disk files, i.e., data or
programs, stored previously on disk. To exit the selection,
press the <RETURN> key. In this mode, the disk file name is
first inputted (no D: is needed) and the <RETURN> key is
then pressed. As the program loads into memory, the file
length, i.e., the number of sectors, appears on the screen.
(To abort a disk load, press SELECT.) The maximum number of
sectors that can be sent will be displayed on the TV or
monitor screen. (Programs exceeding this length should first
be divided into listed subfiles and the subfiles sent
separately.) After a file is transferred into memory, a
prompt for ASCII or ATASCII is given. For Atari to Atari
communication, ATASCII is used. For all other applications,
ASCII should be chosen. (NOTE: Only Listed, i.e.
Untokenized, files can be sent in ASCII.)
The modem should be set to Full Duplex if the receiving
end provides an echo-back of the data sent to it. Otherwise,
Half Duplex must be used. If using Full Duplex with no
echo-back from the receiving station, the program will time
out in approximately 7 seconds. That is, the program will
indicate the occurrence of transmission errors and will
automatically terminate the transmission. If this should
occur, the modem should be set to transmit in the Half Duplex
mode and transmission reinitiated.

> NOTE 1: When transmitting
> information to commercial services, such
> as Compuserve, the modem must be set to

Originate and Full Duplex.

NOTE 2: For Terminal to Terminal transmission, users must decide verbally which station will be in the Originate mode and which will be in Answer. Before sending information by pressing either the START or SELECT keys (for ATASCII or ASCII formats), the ready light on the modem must be on. This light indicates that the receiving station is coupled acoustically to the transmission lines and is ready to receive information.

NOTE 3: To abort a transmission while it is in progress, press SELECT.

NOTE 4: To get a directory listing of all the files on a diskette, type D, L or M, followed by <RETURN>, in response to the prompt for the file name that is to be transmitted. Pressing <RETURN> again clears the screen.

The RECEIVE PROGRAM Option

This selection is used to receive and then store (on disk) any program or data file received via modem. After entering this mode, type in the file name of the program or data file to be received and then press the <RETURN> key. (The device specifier, D:, should not be used as part of the file name specification.) The program then searches the disk in drive number one to see if this file name is already in use, how many free disk sectors are available for storage, and whether the disk is write-protected. If a file with the same name already exists on the disk or the number of sectors available are too few to store the incoming data, the user may choose to overwrite the file or substitute a different disk for storage. (If the latter option is desired, the menu should be recalled, another diskette substituted for the one in drive one and the RECEIVE Option reentered.)

When prompted for ASCII or ATASCII, use ATASCII if communication is between ATARI computers. Otherwise, use ASCII. Put the phone receiver in the modem. As soon as the modem's ready light appears, the START or OPTION keys should be pressed. If it is necessary to abort reception before any data has been received, press the BREAK key and then press SELECT. To abort reception during data transfer, only SELECT need be pressed.

NOTE 1: Remember always to decide

in advance which station will be in the
Originate mode and which will be in
Answer.
   NOTE 2: FOR SAVING FILES OR
PROGRAMS, USE ONLY DISKETTES
FORMATTED WITH DOS 2.0S.

The SCREEN DUMP Option

   After receiving data from another computer or a
commercial service, the received information, which is stored
in memory, can be displayed directly on the screen. Hold down
the START key to scan and display memory and release it to
stop. One can also dump a disk file to the screen by first
using the Send Program Option to load it into memory,
pressing SELECT to exit to the Menu and then selecting the
Screen Dump Option to display it.

The PRINTER DUMP Option

   This option is used the same way as the Screen Dump
Option but output is transferred to the printer instead of the
screen. During a Printer Dump, use SELECT to exit to the
Menu. Otherwise, when printing is complete, the Menu will
reappear.

SOME IMPORTANT CHARACTER CODES

   Many terminal facilities interpret character codes as
shown below. Users should refer to actual specifications
where appropriate.

KEYBOARD CHARACTER TYPED	MEANING
TAB	Delete
BACKSPACE	backspace
Control H	backspace
Control 2	bell
Control G	bell
Control S	XOFF (Transmit Off)
Control Q	XON (Transmit On)
Control J	Linefeed
Control L	Formfeed
Control M	Return (CR)
RETURN	Return (CR)